

CAPTAIN POWER

AND THE SOLDIERS OF THE FUTURE™

INTERACTIVE VIDEOTAPE RULES BOOKLET

Action Strategies for

SKILL LEVEL 1: Future Force Training

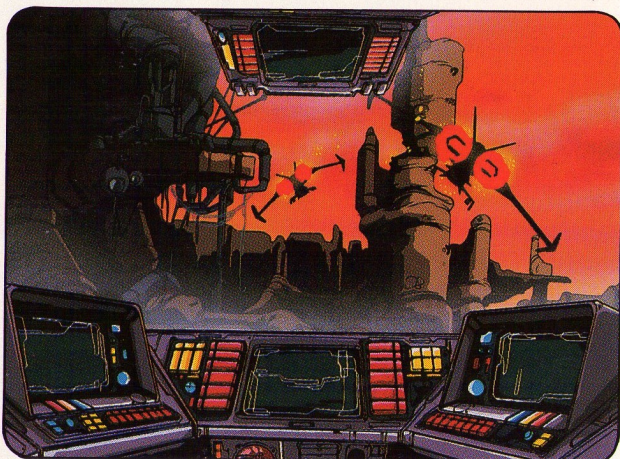
SKILL LEVEL 2: Bio Dread Strike Mission

SKILL LEVEL 3: Raid on Volcania

DON'T THROW THIS BOOKLET AWAY!
Keep it for your reference whenever you
play with these videotapes.



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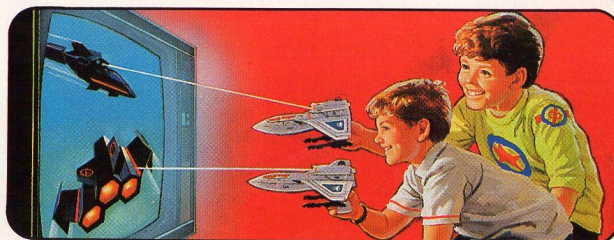


Playing Against the TV: Remember, the best distance to be from the TV with your Captain Power vehicle when you play against these tapes is about 5 feet. More than one person can play against the TV at one time, too!

INTRODUCTION

Welcome to the future! This rules booklet explains how you can get the most action & excitement from the Captain Power interactive videotapes. These tapes are special—each provides nearly 15 minutes of interactive battle action for you to play against with your Captain Power TV-interactive vehicle.

What You're Seeing: You see the action on these tapes from the point of view of the cockpit of a PowerJet XT-7™ fighter. You're the pilot!





POWER ON!

The opening sequence of each tape features a "Power On!" scene—Captain Power charging up for action! This scene will activate your Power On™ energizer.

BATTLE "GAMES"

Each tape includes several interactive battle "games" filled with enemy targets for you to shoot at & score points, as well as laserblasts that will take points away from your vehicle.

Some games are short and some are long. You can play through the whole tape at once, or you can play each game separately. It all depends on how many PowerPoints your vehicle has!

SCORING

Your vehicle always starts with 5 PowerPoints. A computer message onscreen (such as "MISSION

SIMULATION: SKY MINES™) tells you when to start playing a game. Starting messages for each game are listed on pages 6–11.

Each game ends with the message, “CHECK YOUR POWERPOINTS LEVEL.” At that time, you can stop the tape and record your PowerPoints on the Scoring Grid (right), or you can keep on playing.

Max Score: Your vehicle keeps score only up to 25 points, but you can keep count yourself beyond that point when you hear the “Victory” sound. The Power Base™ playset keeps score up to 99 points.

USING THE SCORING GRID

After each game, record your score on the Scoring Grid. A space for each game on the first three tapes (Skill Levels 1, 2, and 3) is included.

After playing through the whole tape, check your total score against the Pilot Ranking (page 5) to see where you stand! If you “blow up” (your vehicle’s cockpit ejects) during a game, mark a “0” for that game.


























Use pencil! You may want to use the grid again!

SCORING GRID

Write your PowerPoints score for each game in the space provided.

GAME NUMBER	TAPE 1 Future Force Training	TAPE 2 Bio Dread Strike Mission	TAPE 3 Raid on Volcania
1			
2			
3			
4			
5			
6			
7			
8			
TOTAL			

PILOT RANKINGS

Points	Ranking	Insignia	Points	Ranking	Insignia
0-10	Pilot Trainee		51-60	Squadron Leader	  
11-20	Airman 1st Class		61-70	Flight Commander	   
21-30	Squadron Pilot	 	71-80	Fighter Ace	   
31-40	Fighter Pilot	 	81 +	Phoenix	    
41-50	Power Commando	  	(Based on total points per tape from the Scoring Grid)		

FUTURE FORCE TRAINING

SKILL LEVEL: 1 (For 1st Time Pilots & Trainees)

When you see the name of the game flash onscreen, start playing. When you see "Check Your Power-Points" flash onscreen, stop playing.

All targets are red. All hits are yellow.

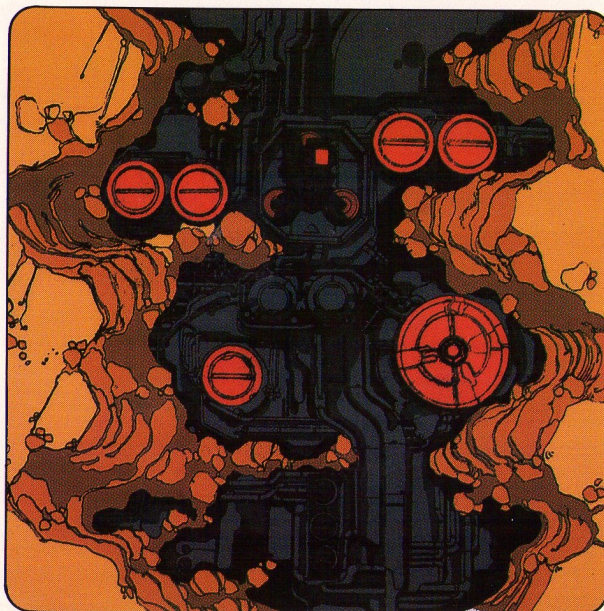


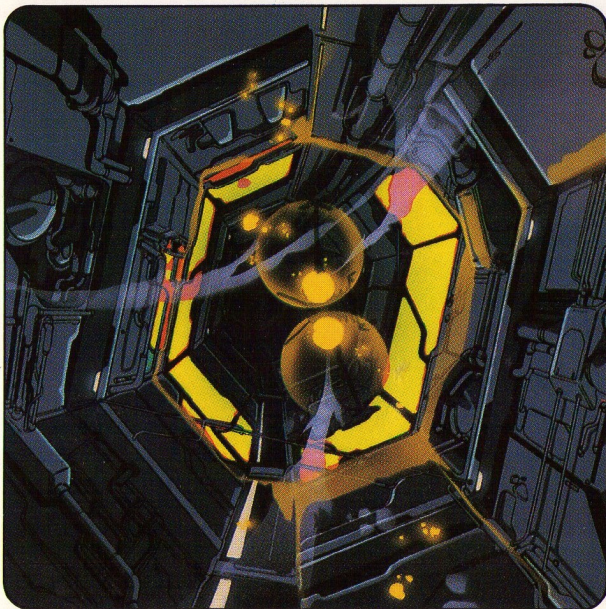
GAME 1: Mission Simulation: Sky Mines

Floating sky mines are targets, but watch out. They fire laserblasts back at you!

GAME 2: Mission Simulation: Striker Chase

Aim at the Phantom Striker afterburners—and dodge its particle beams!





GAME 3: Mission Simulation: Dread Factories

A birds-eye view—aim at the factories' red electron generators. Watch out for Interlocker fire!

GAME 4: Phantom Strikers Attacking!

This battle is tougher than your first encounter with these dreadful jets!

GAME 5: Soaron Sky Sentry Attack

Their jetpack afterburners are your targets, and their digitizer beams are out to get you!

GAME 6: Warning! Radioactive!

It's a Phantom Striker chase—and don't hit the tunnel walls! They'll drain your jet's energy!

GAME 7: Interlocker Squadron

Aim at their cockpits and their jet propulsion flames, then get out of the way of their laserblasts!

GAME 8: Initiate Rescue Program

You've got to save the survivors! But first you'll have to deal with Soaron creatures, Phantom Strikers, AND Interlockers!

BIO DREAD STRIKE MISSION

SKILL LEVEL: 2 (For Experienced Pilots)

When you see the name of the game flash onscreen, start playing. When you see "Check Your Power-Points" flash onscreen, stop playing.

All targets are red. All hits are yellow.

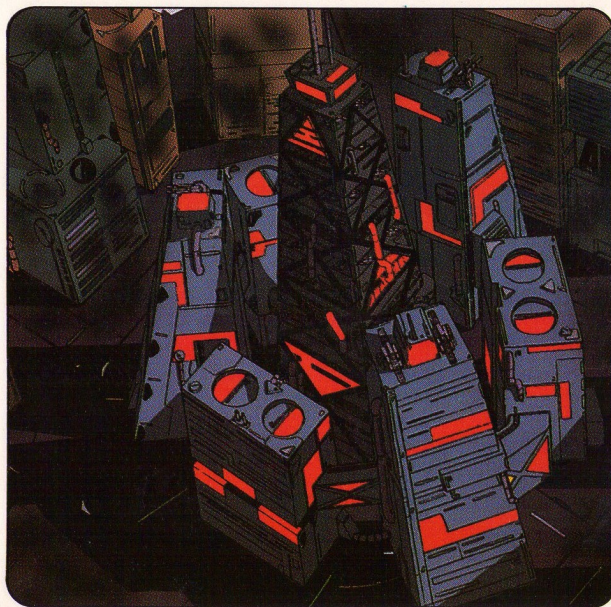


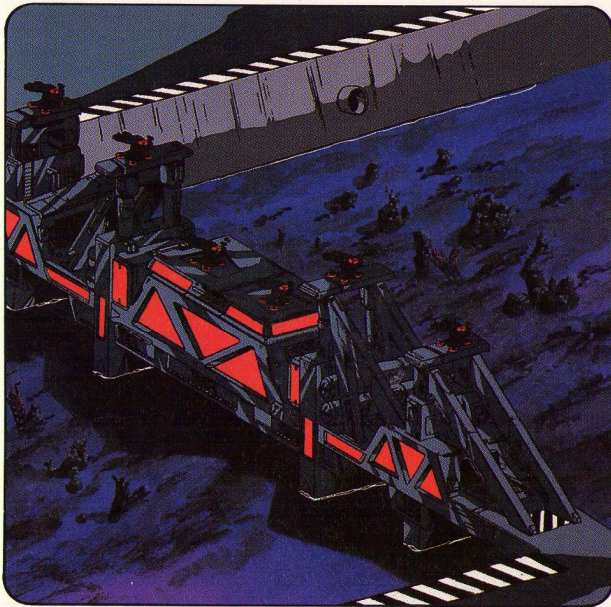
GAME 1: Alert: Ground Attack

A burned-out field hides a squadron of Interlockers—can you take them all out?

GAME 2: Target: Tower of the Seer

The skyscrapers are your targets, but they're equipped with powerful anti-aircraft guns!





GAME 3: Alert: Surprise Striker Attack

An entire base of Phantom Strikers! Your main target is their control tower, but you'd better aim for the jets too!

GAME 4: Target: Dread Military Complex

The factories are targets, and the bridge is your #1 mission target. But there are plenty of guns aiming at you too.

GAME 5: Alert: Assault Carrier

The corridors of this massive ship provide many targets, but the most important one is the ship's atomic drive unit.

GAME 6: Alert: Striker Ambush

More Phantom Strikers on your tail!

RAID ON VOLCANIA

SKILL LEVEL: 3 (For Veteran Pilots)

When you see the name of the game flash onscreen, start playing. When you see "Check Your PowerPoints" flash onscreen, stop playing.

All targets are red. All hits are yellow.



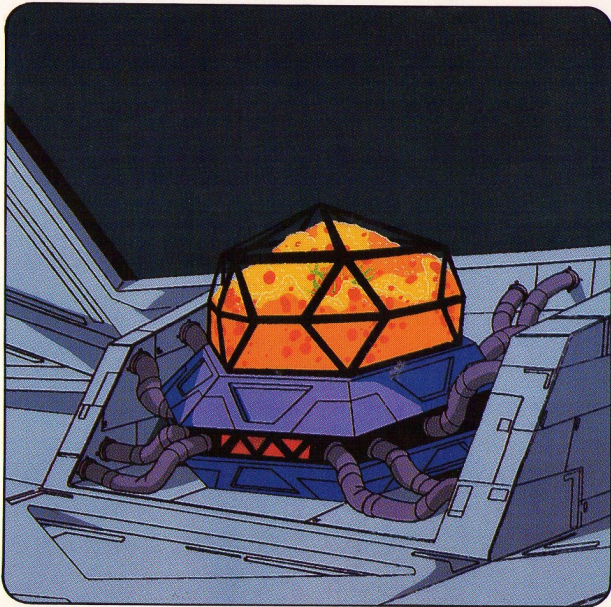
GAME 1: Outpost Vega—Begin Mission

Phantom Strikers are attacking a survivor camp. You've got to clear them out.

GAME 2: Washton Province Under Attack

The remains of the capital are being overrun by Soaron Sky Sentry and his minions!





GAME 3: Nu'Ork Sector Under Attack

As you battle Phantom Strikers and Sky Sentries, your main target is a subway entrance that must be sealed.

GAME 4: Volcania Factory Sector

Your targets are the plants' electron generators; your enemies—more Sky Sentries.

GAME 5: Entering Volcania Loading Bays

The Bio Dread workers are your targets.

GAME 6: Warning: Electron Corridors

Your targets: motion sensors along the passageways. Soaron minions and anti-aircraft guns will try to stop you.

GAME 7: Target: Computer Room

The battle computer is your main target.



90 DAY LIMITED WARRANTY

Mattel Toys warrants to the original consumer purchaser of any toy product it manufactures that the product will be free from defects in material or workmanship for 90 days (unless otherwise specified in alternate warranties) from the date of purchase. If defective, return the product along with proof of the date of purchase to either your local dealer or, postage prepaid, to Consumer Adjustment Center, 15930 E. Valley Boulevard, City of Industry, CA 91744 for replacement or refund at *our* option. This warranty gives you specific legal rights and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse. **Valid only in U.S.A.**

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